

to the betting provider when the results are known, the client can be informed of the results. Otherwise, the client can be informed of the status of any outstanding wagers the next time a connection to the betting provider is established.

In an alternative embodiment, a live broadcast 120 of a competition can be received directly by the mobile betting client 102. **Figure 8** depicts a block diagram of a direct reception scenario. The mobile betting client 102 can, of course, be at the viewer's home or at another viewing location. The broadcast 120 is displayed in a monitor **802**. Additionally, an Internet browser can be connected to the monitor 802 or, alternatively, to a separate display **804** in order to interface with the betting server 110 through a switching network 104 and an Internet service provider (ISP) **806**. The PIP property of the monitor can be used if the browser and the broadcast 120 are shown in the same monitor.

In another alternative embodiment, a DVB signal with the live broadcast 120 and betting information from the betting server 110 can be integrated into a digital broadcast. **Figure 9** depicts a block diagram of an integrated reception scenario. A mobile betting client monitor 802 can use PIP functionality to separate the two displays. The viewer receives information and sends responses to the betting provider through an Internet connection 116. Such a connection can also be made through a Set Top Box 206 which enables two way communications via cable (possibly using the DVB-C standard) or through a PSTN, ISDN, or other connection 104 to an ISP 806.

As will be recognized by those skilled in the art, the innovative concepts described in the present application can be modified and varied over a tremendous range of applications, and accordingly the scope of patented subject matter is not limited by any of the specific exemplary teachings given.

For example, the indicators for changes in betting situation in the presently preferred embodiments are traffic signals. However, other indicators can be used to highlight the importance or display information to the user. For example, the interface depicting the time left in a betting window can be textual, graphic, animation, audio, or video media.

For another example, the mobile betting client monitor has been described. The

monitor can be any type of display. For example, a television or computer monitor, including flat panel type displays.

The mobile client itself can be any type of unit capable of receiving and displaying signals. For instance, the mobile client can be an HDTV with a PIP module and web browser capability. On the opposite end of the mobility and size spectrum, the mobile betting client can be a hand-held cellular phone with a small display.

Depending on the capabilities of the mobile client, intermediate protocols and network connections may not be required to achieve connection to the streaming data and interactive servers.

The databases containing betting and user information can be designed with any number of differing architectures, for example, relational, hierarchical, or object oriented.

While interactive sports betting has been described, other interactive events can be integrated and broadcast. Such events can include, for example, video games, shopping, and educational activities.

The preferred context of the disclosed embodiments contemplates digital delivery of broadcasts. However, depending on the hardware setup, analog signals may be used for delivery of the event broadcast and the interactive display.

The preferred context of the disclosed embodiments contemplates delivery of events and betting information. However, a software stand-alone version, for example, an interactive CD-ROM video game, can be created having the functionality of the network and servers and terminals. Random generation can simulate live events. The video or interactive content of the game can remain the same with the random generation providing the variation needed for multiple plays.

In another context, software, for example, an interactive CD-ROM video game, can be created which depends on interactivity with the network and servers of a betting provider to generate the random events and betting opportunities in a simulated game. Such a game can be played interactively with other participants at remote locations all receiving the same randomly generated events and betting opportunities.